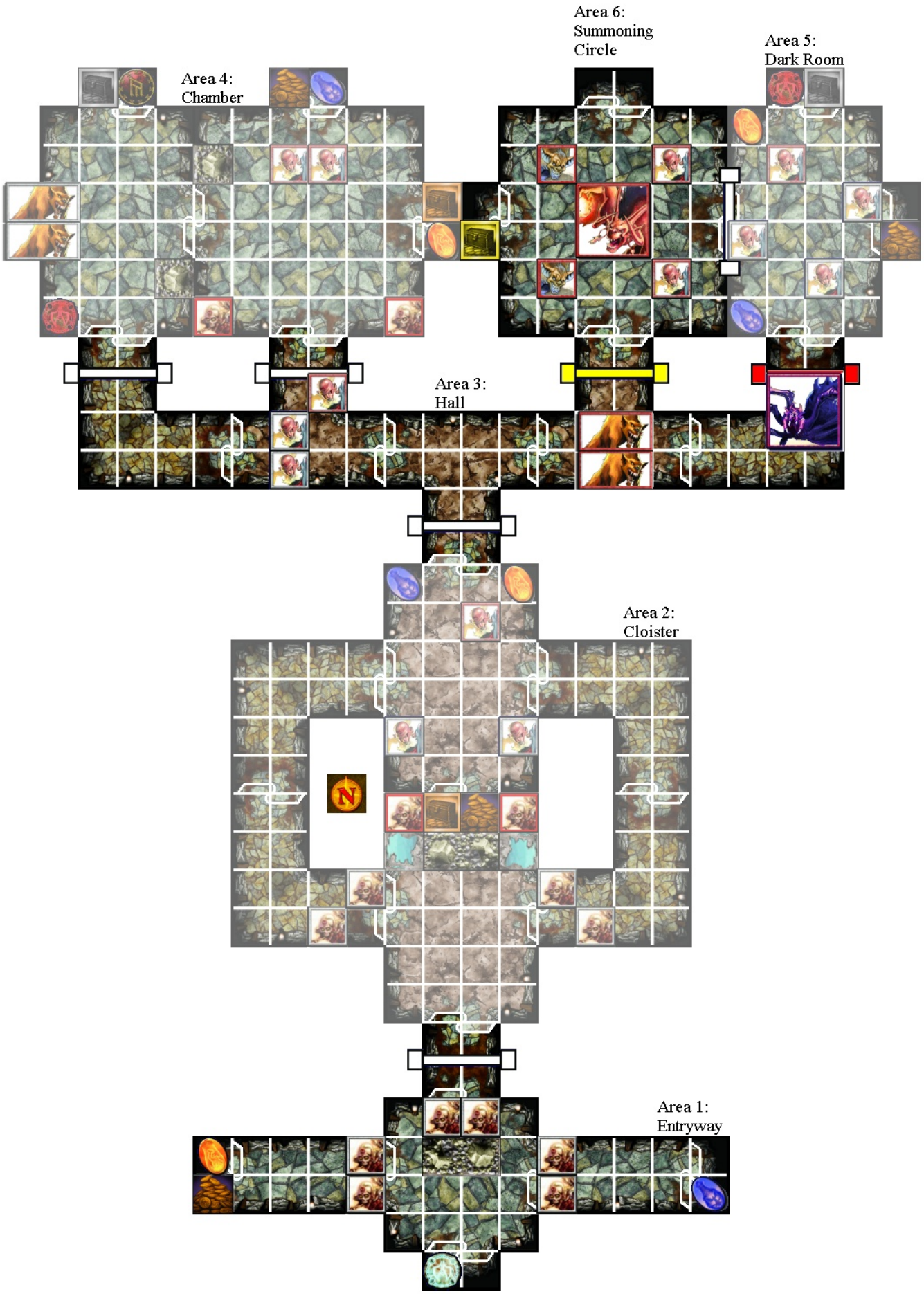

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Fallen Angels

By Adam Gibson

Scenario Background

It looked like it was going to be a quiet morning until a man, dressed in monk robes, came running into town screaming. He falls to his knees speaking in broken sentences. "The monastery... They came in the night... We... shelter... they... they're insane... the relics... summoning... Help us..." He then falls to the floor lifeless, his back riddled with arrows.

Mission Goals

He-With-No-Name is about to be summoned back to this world. The heroes need to stop him from being released, or he will reek havoc.
If the heroes' conquest tokens reach zeros then He-With-No-Name has triumphed over the heroes.

Area 1: Entryway

You enter the monastery and it appears you are too late. No monks remain, only blood stains and remnants of a gruesome battle. Arrows whistle past you as you open the door. An ambush, skeletons have knocked over some statues and are using them for cover. Taking a shot and ducking back behind them.

All skeletons have aim for the first round, assuming they don't move or take damage.

Area 2: Cloister

This chamber has no ceiling. You can see the sky growing dark and cloudy over the northern half of the monastery. Once again, it seems they were anticipating your arrival. This time the dividing door has been taken down and propped up for cover. The side halls should serve to keep pushing forward. Once again a hail of arrows accompany your entrance.

All Skeletons have Aim for the first round, assuming they don't move or take damage.

Area 3: Hall

This hallway leads to 4 rooms. For the first time it seems you have caught the transgressors off guard. Up the hall is a group of crazed sorcerers and down the hall lie several hell beasts. "Stop them! They can not be aloud to stop the ceremony!", one mage yells.

To be clear, there is no yellow key.

Area 4: Chamber

This room looks like it was, until recently, a library. A room of relics has been forced open. Books and pieces of treasure lie all over the floor.

Area 5: Dark room

A circle of blood with arcane markings has been scrawled on the floor. Four men stand around it chanting, as you enter the room. "Just a little more time!" one screams. The windows have been boarded shut there is no light from any ware but the door you just opened, and the sickly red light coming from underneath the doorway you to the west.

Line of sight can not extend past two spaces in this room.

Area 6 Summining circle

As you reach to open the door, and explosion of darkness and fire rip it from its hinges. You are over come by the force of this evil wind you begin to slide back. Through your squinting eyes you see the silhouette of a winged beast rise from ashes in the center of the room. Stretching his wings, as if for the first time in eons, his roar fills the air with putrid howls of rage and hatred. The area settles. The beast lowers is brow, smiles, and licks his toothy chops.

He-With-No-Name is a master demon with five extra wounds and two extra armor.
On the activation of the sorcerers, they may choose to sacrifice them selves to heal He-With-No-Name an amount equal to their remaining wounds. This drops their wounds to zero, kills them, and then they can roll for their undieing ability. He-With-No-Name Can not have more than this max wounds.

When you open this room:
Each hero in area 5 must roll power dice equal to there melee trait plus one, (max of 5).
If they roll a blank, nothing happens.
Otherwise, if they roll a surge, they slide back one space (if unoccupied) and take one wound (ignoring armor).
Otherwise, they slide two spaces and take two wounds (ignoring armor).

They must also roll power dice equal to their ranged trait plus one (max of 5)
If they roll at least one blank, nothing happens.
Otherwise, if they roll at least one surge, they receive one burn token.
Otherwise, they receive two burn tokens.

Finally, they must do the same for their magic trait.
Blank means nothing happens.
Surge means they receive one Stun token
And all enhancements mean they receive two stun tokens.

If the heroes defeat He-With-No-Name:

The beast before you stops. He looks taken aback, confused, and perplexed. He stumbles and falls to one knee. He looks at the wounds on his failing body. He leans forward and exhales one last breath.

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